-- 1. A method for producing a streaming multimedia document, the method comprising:

encapsulating within a single file at least two objects, each object including data for the object and data defining a relationship of the object within a multimedia document; and

defining a presentation of each object to a user according to an organization of the file, the organization being controlled by a document author, the presentation being arranged so as to be independent of a bandwidth of a communications channel used to send the multimedia document to the user and to incrementally render the objects to the user according to the organization. --

--2. The method of claim 1, further comprising changing at least one of the objects in the file.--

--3. The method of claim 1, further comprising adding at least one object to the file.--

--4. The method of claim 1 wherein the file is displayed in a window on a computer display, the method further comprising:

creating an exclusionary area within the window; and

locating an object within the exclusionary area, the object being selected from a group of objects including a framed image, a slide show, framed text, sound data, a separator, or a hyperlink.--

--5. The method of claim 1 wherein the file includes splash image data defining a splash image, the method further comprising locating the splash image data within the file such that the splash image is displayed on a computer display as the splash image data is received by a receiver coupled to the computer display.--

--6. The method of claim 5, further comprising locating update splash data that further defines the splash image within the file such that the splash image is updated on the computer display as the receiver receives the update splash data.--

--8. The method of claim 1, further comprising compressing the data for the object in at least one object.--

--9. The method of claim 1 wherein the data file is downloaded by a receiving computer, the method further comprising:

creating an unknown object in the file; and

locating player data within the unknown object defining a player that plays the unknown object.--

-- 10. A computer system having a memory storing a file structure, the file structure comprising:

at least two objects encapsulated within a single file, each object including data for the object and data defining a relationship of the object within a multimedia document; and

an organization of the file according to which a presentation of each object to a user may be defined, the organization being controlled by the presentation being arranged so as to be independent of a bandwidth of a communications channel used to send the multimedia document to the user and to incrementally render the objects to the user according to the organization. --

--11. The computer system of claim 10 wherein at least one object comprises one of a textual file format, an image file format, and a sound file format.--

--13. The computer system of claim 10 wherein two or more objects have at least one common attribute, including at least one of a command for perception of the object, an ability to pass and receive a message, and an ability to supply and retrieve the data embodied in the object.--

--14. The computer system of claim 10 wherein at least one object is a generic element of the hierarchical data file structure, such that any combination of objects can be grouped together to form a part of the multimedia document.--

--31.   The method of claim 56, wherein the choreography information further comprises:

a header;

an object archive for storing information about one or more objects, the object archive including information about the relationship of the object file with the document; and

a multiplex section including data for the objects in the document.--

--32.   The method of claim 31, wherein the objects in the multiplex section are each played by a player as the multiplexed object is received by a receiver.--

--33.   The method of claim 31, wherein the data for the objects is interleaved in the multiplex section.--

--34.   The method of claim 31, wherein the object archive includes data defining a geometry of the document.--

--35.   The method of claim 31, wherein one or more objects is defined by at least one data slice; and wherein the multiplex section further includes:

an object number counter indicating the number of objects;

a plurality of object descriptions, each object description describing a corresponding one of the objects; and

a choreography group providing information about a first group of objects.--

--36.   The method of claim 35, wherein the choreography group further comprises:

a group object counter indicating the number of objects in the choreography group;

size and type data for each object;

header data; and

the data slices of the objects interleaved together.--

--37. The method of claim 35, wherein the choreography group includes data slices of the objects interleaved in a predetermined manner.--

--39. The method of claim 35, further comprising placing one or more slice size data blocks before one or more of the interleaved data slices, each slice size data block corresponding to a data slice and providing a size of the corresponding data slice.--

--40. The method of claim 31, further comprising a non-multiplex section following the multiplex section, the non-multiplex section including one or more separate objects that are not played by a player as the separate object files are received by a receiver.--

--41. The computer system of claim 61, wherein the choreography information further comprises:

a header;

an object archive for storing information about one or more objects, the object archive including information about the relationship of the object file with the document; and

a multiplex section including data for the objects in the document.--

--42. The computer system of claim 41, wherein the objects in the multiplex section are each played by a player as the multiplexed object is received by a receiver.--

--43. The computer system of claim 41, wherein the data for the objects is interleaved in the multiplex section.--

--44. The computer system of claim 41, wherein the object archive includes data defining a geometry of the document.--

--45. The computer system of claim 41, wherein one or more objects is defined by at least one data slice, and wherein the multiplex section further includes:

an object number counter indicating the number of objects;

a plurality of object descriptions, each object description describing a corresponding one of the objects; and

a choreography group providing information about a first group of objects.--

--46. The computer system of claim 45, wherein the choreography group further comprises:

a group object counter indicating the number of objects in the choreography group;

size and type data for each object;

header data; and

the data slices of the objects interleaved together.--

--47. The computer system of claim 45, wherein the choreography group includes data slices of the objects interleaved in a predetermined manner.--

--49. The computer system of claim 45, further comprising placing one or more slice size data blocks before one or more of the interleaved data slices, each slice size data block corresponding to a data slice and providing a size of the corresponding data slice.--

--50. The computer system of claim 41, further comprising a non-multiplex section following the multiplex section, the non-multiplex section including one or more separate objects that are not played by a player as the separate object files are received by a receiver.--

Please add claims 53-62.

--53. The method of claim 1 in which the presentation comprises a presentation of only a portion of an object to the user. --

--54. The method of claim 1 in which the relationship comprises a format of the object. --

--55. The method of claim 54 in which the format comprises at least one of a layout, a color, and an appearance of the object. --

--56. The method of claim 1 in which the organization comprises choreography information. --

--57. The method of claim 56 in which the choreography information comprises a position and a time at which at least a portion of an object is rendered to the user. --

--58. The method of claim 10 in which the presentation comprises a presentation of only a portion of an object to the user. --

--59. The method of claim 10 in which the relationship comprises a format of the object. --

--60. The method of claim 59 in which the format comprises at least one of a layout, a color, and an appearance of the object. --

--61. The method of claim 10 in which the organization comprises choreography information. --

--62. The method of claim 61 in which the choreography information comprises a position and a time at which at least a portion of an object is rendered to the user. --